

# You, Me & SVG!



Level 3

# Group de Loop

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Section 3 – Responsively

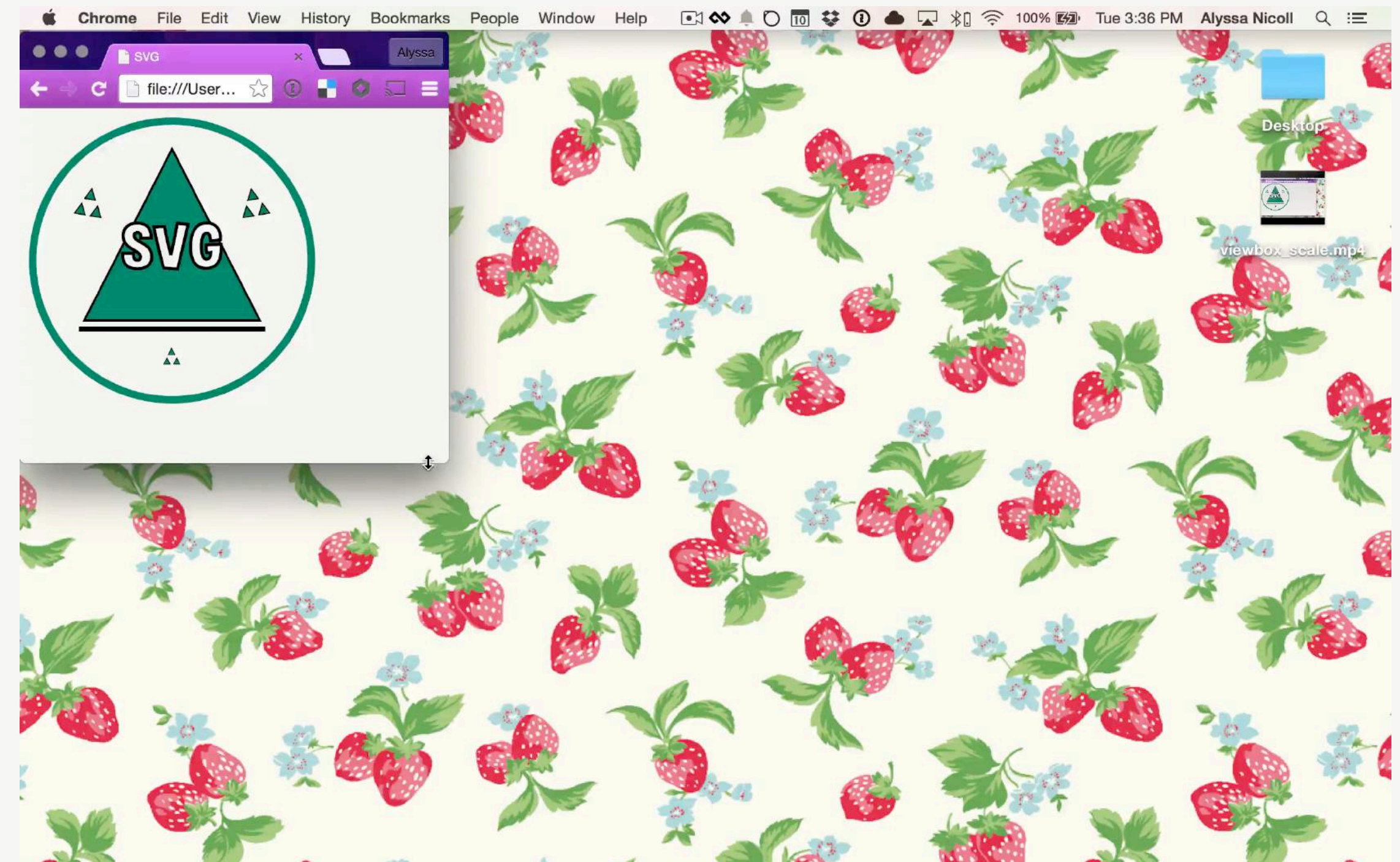
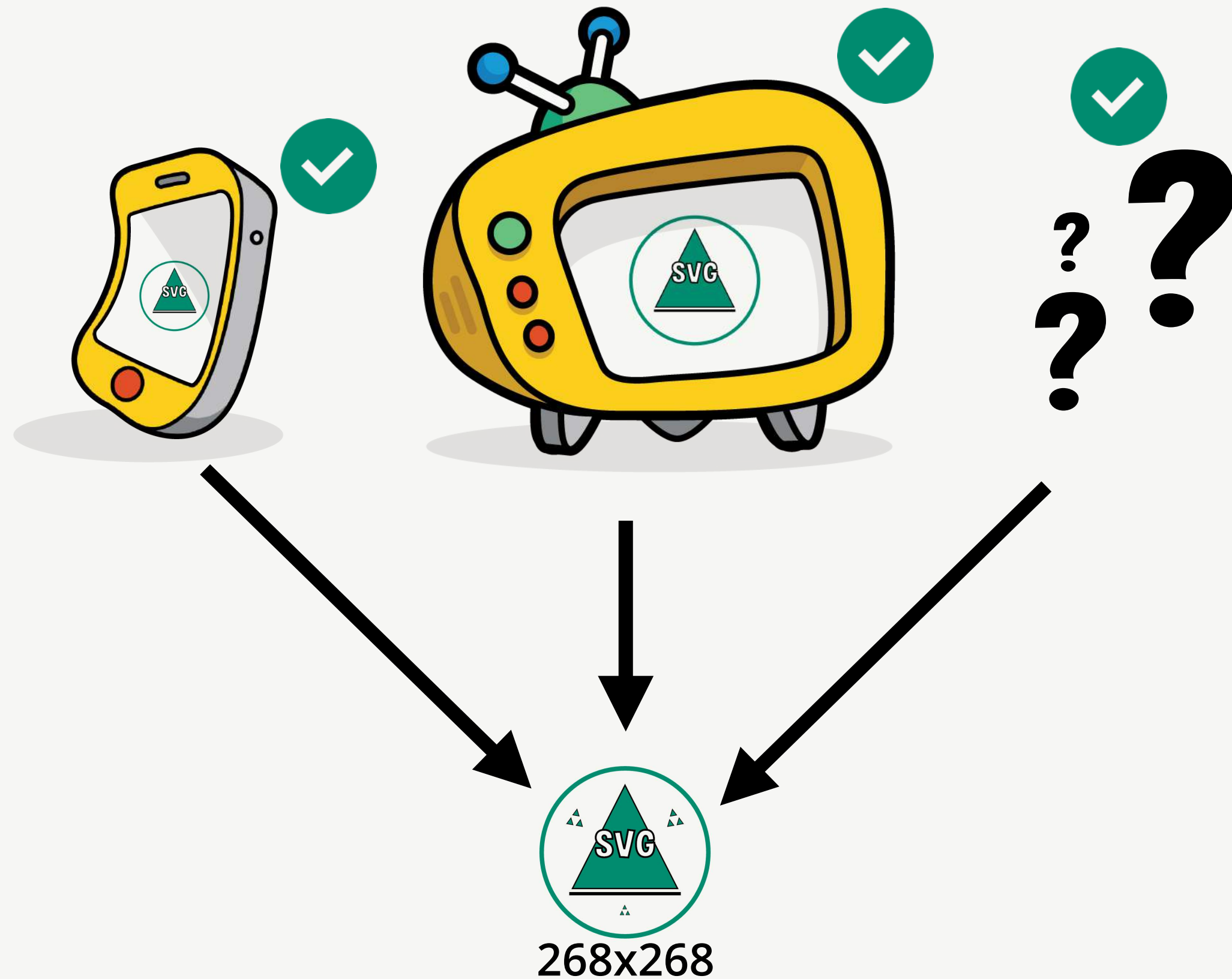
**You, Me  
& SVG!**





# Truly Scalable Graphics?

We are looking good, but our SVG is still not very responsive based on the screen size.



Wouldn't it be better if we could set our SVG's width to a percentage of the screen width?!

**You, Me  
& SVG!**

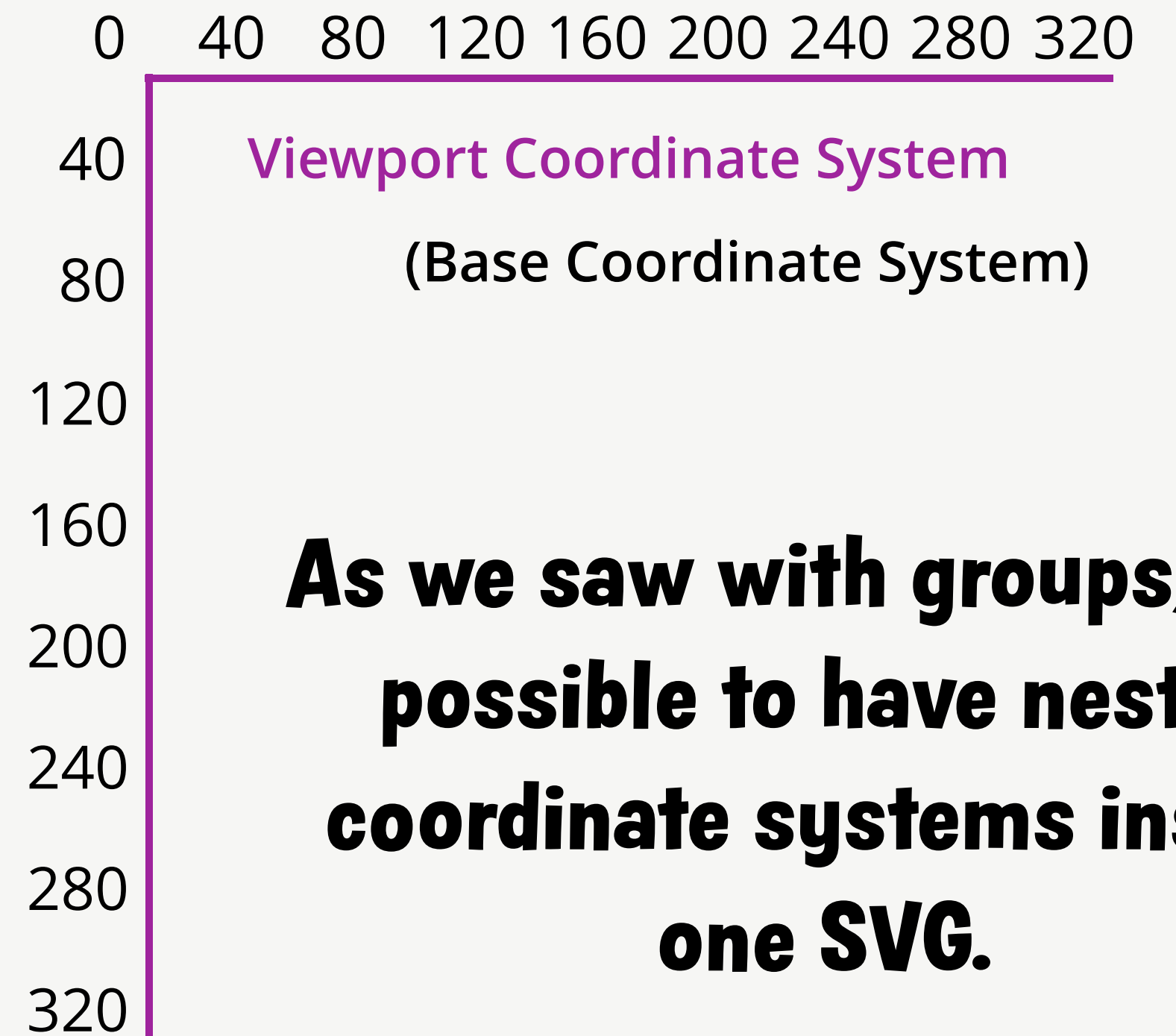


# Viewport Is Our Base Coordinate System

SVG height and width is called our viewport.

index.html

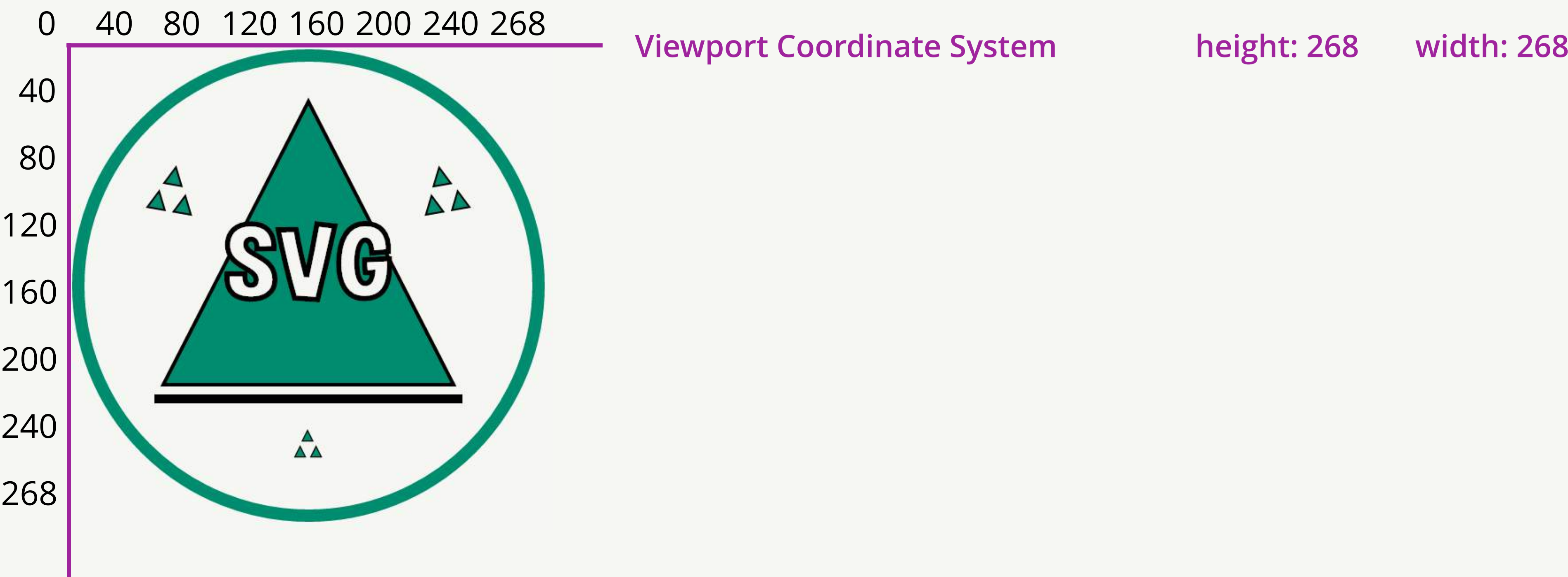
```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8">
    <title>SVG</title>
  </head>
  <body>
    <svg height="268"
        width="268"
        version="1.1"
        xmlns="http://www.w3.org/2000/svg">
      ...
    </svg>
  </body>
</html>
```



You, Me  
& SVG!

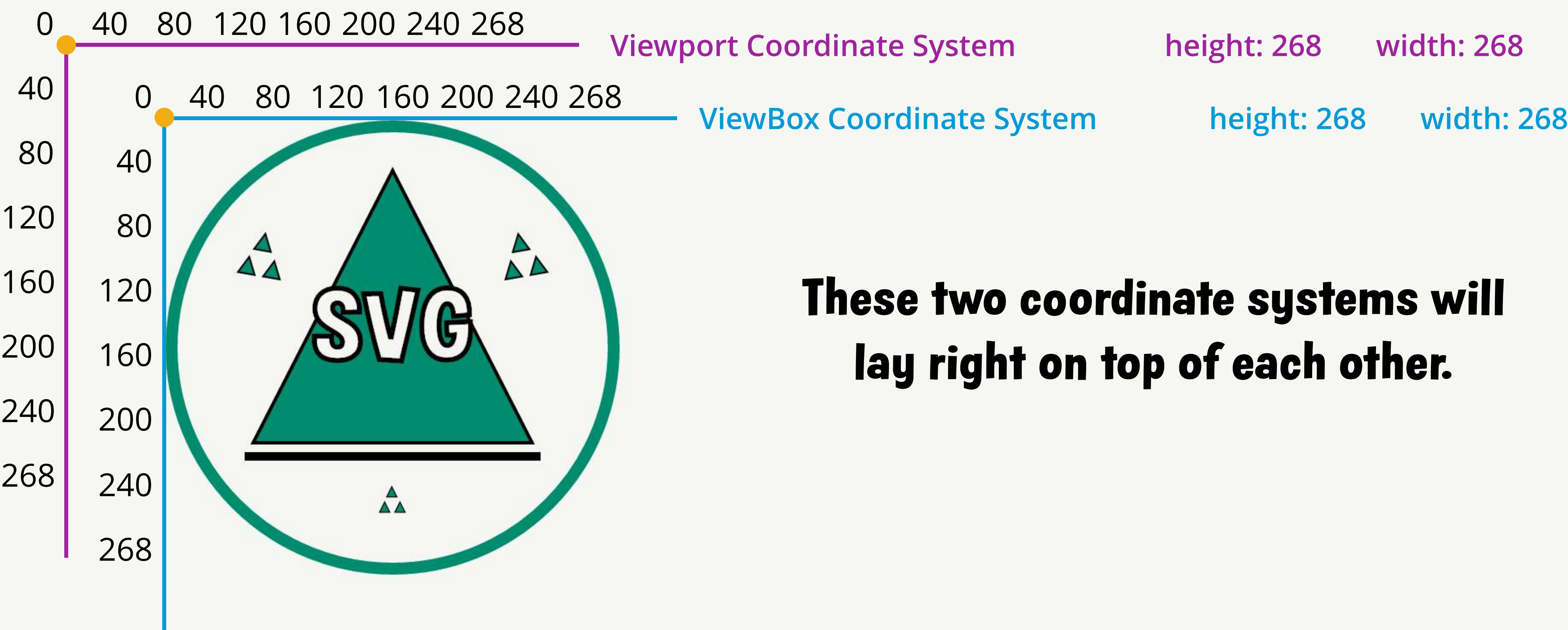
# Using a ViewBox

- 1. Copy our viewport values into a nested coordinate system called the **viewBox**.



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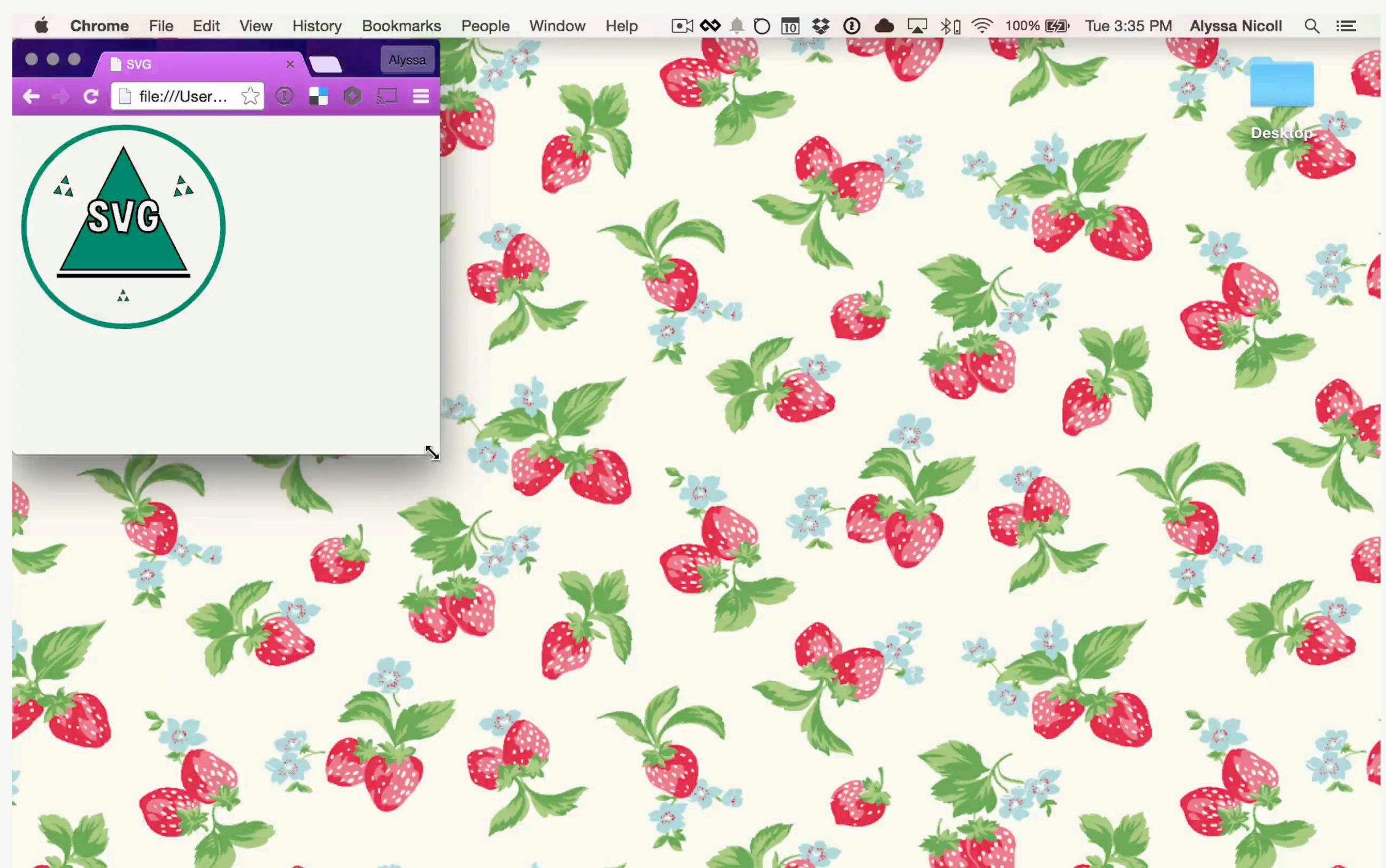
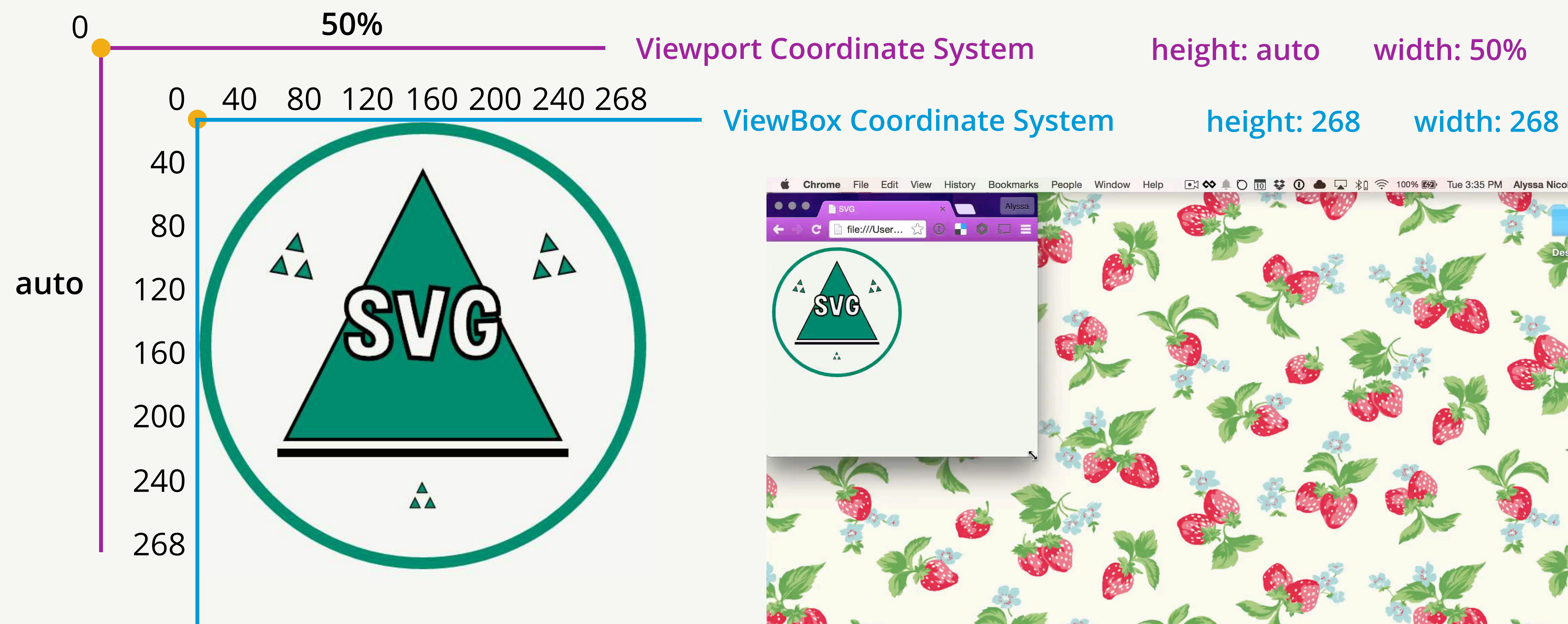


**These two coordinate systems will  
lay right on top of each other.**



# Using Responsive Values

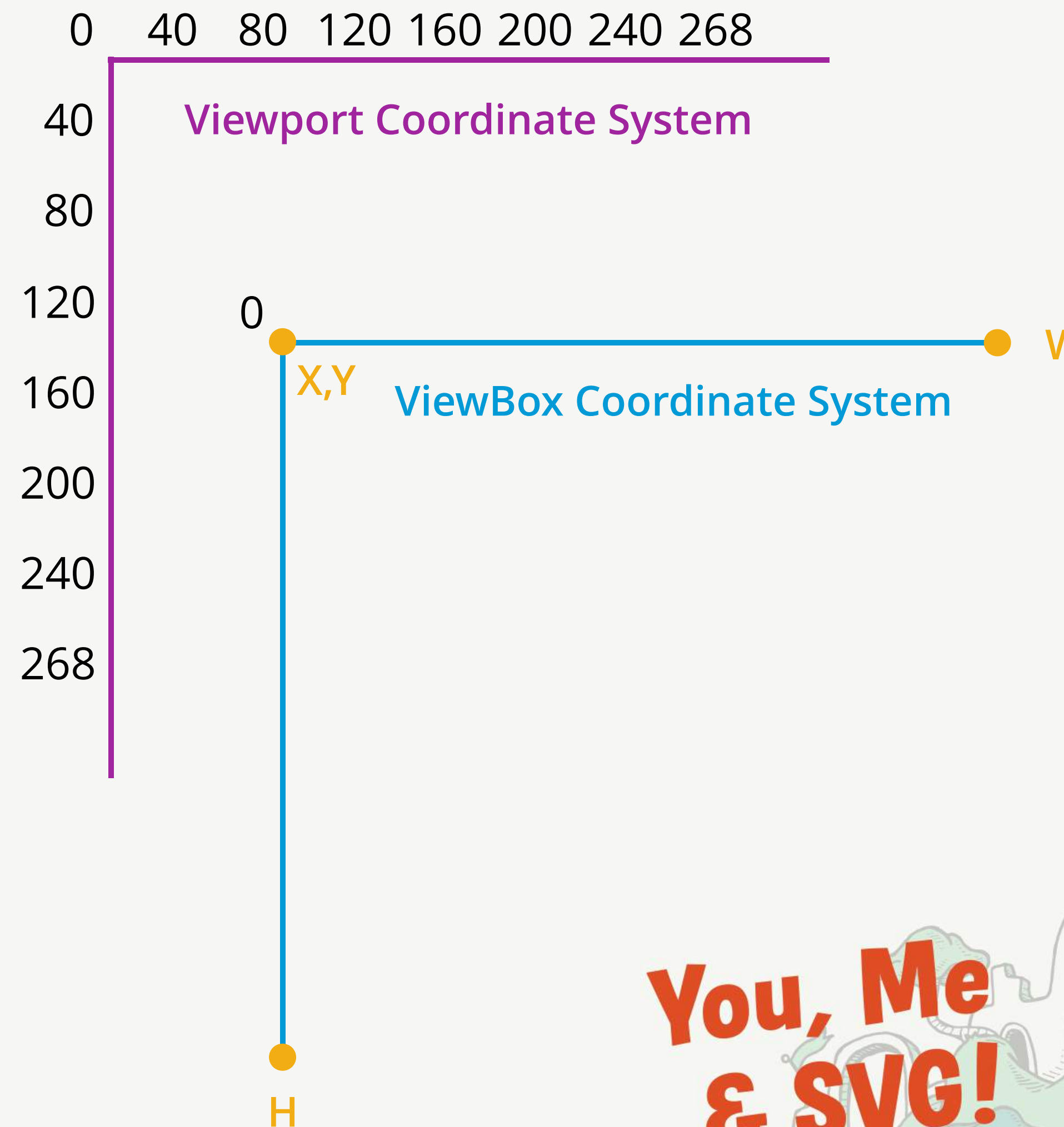
- 1. Copy our viewport values into a nested coordinate system called the **viewBox**.
- 2. Give our viewport responsive values for height and width.



# Moving Viewport Values to viewBox

index.html

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8">
    <title>SVG</title>
  </head>
  <body>
    <svg height="268"
        width="268"
        version="1.1"
        xmlns="http://www.w3.org/2000/svg">
      ...
    </svg>
  </body>
</html>
```



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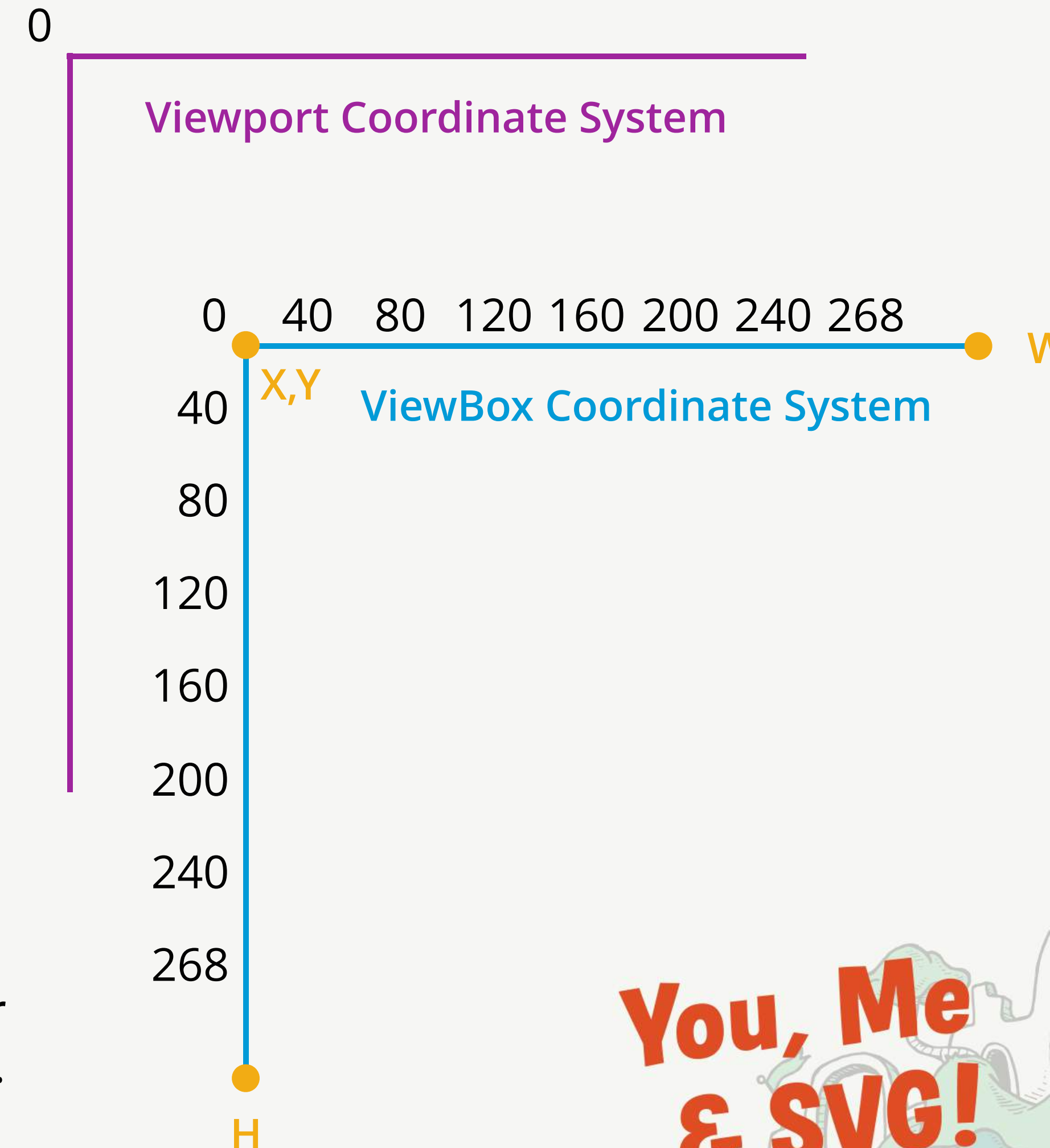
# Moving Viewport Values to viewBox

index.html

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8">
    <title>SVG</title>
  </head>
  <body>
    <svg version="1.1"
      xmlns="http://www.w3.org/2000/svg"
      viewBox="268 268">
      ...
    </svg>
  </body>
</html>
```

Width and Height

We will set the static size of our asset(268x268) on the viewBox.



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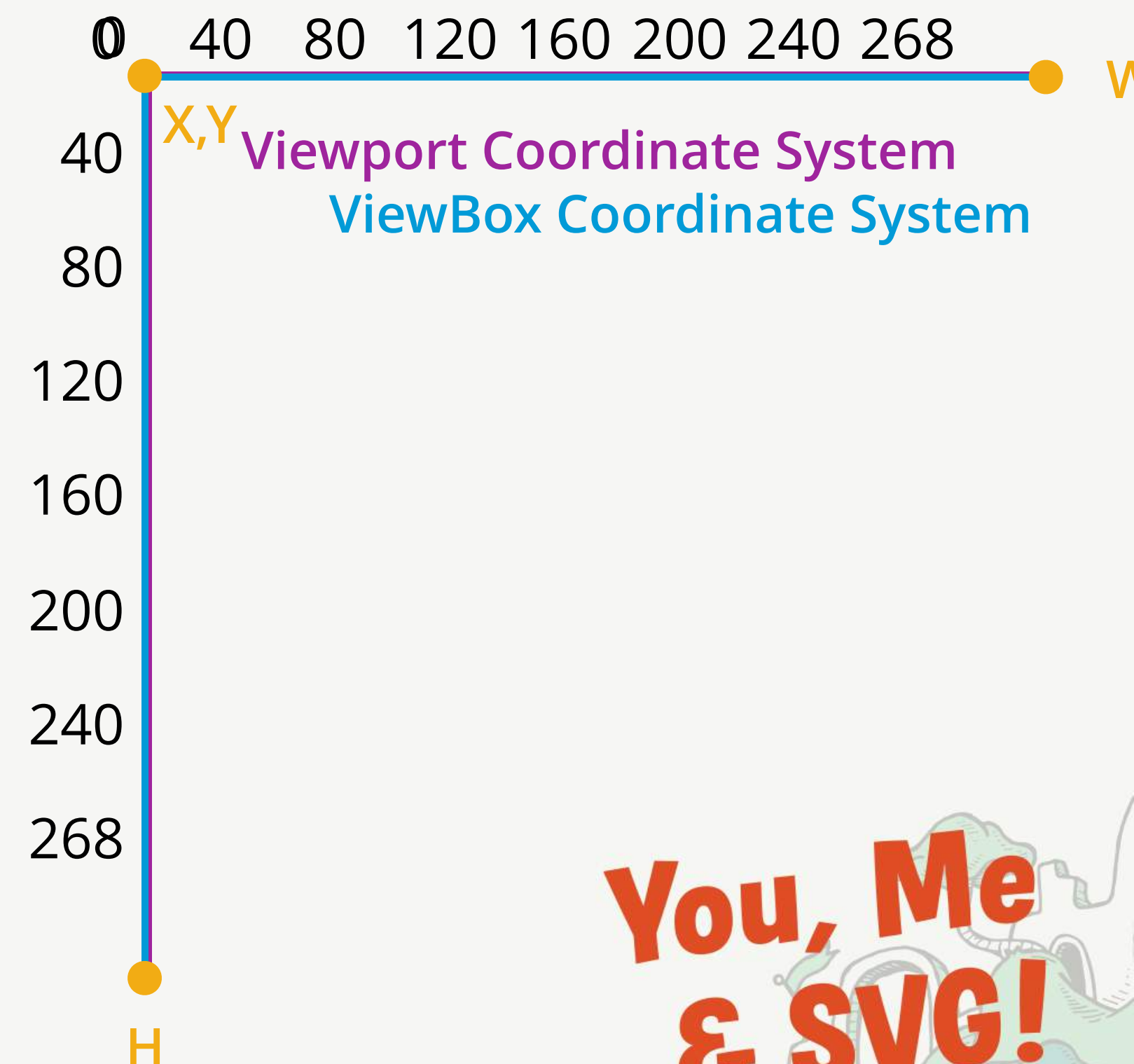
# Same Origin for Both Coordinate Systems

index.html

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8">
    <title>SVG</title>
  </head>
  <body>
    <svg version="1.1"
      xmlns="http://www.w3.org/2000/svg"
      viewBox="0 0 268 268">
      ...
    </svg>
  </body>
</html>
```

ViewBox Origin X,Y      Width & Height

For this example, our coordinate systems will have the same origin: 0,0.



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# Giving Viewport Responsive Values

Now all we need to do is set our viewport height and width to responsive sizes. You need to do this in the CSS:

index.html

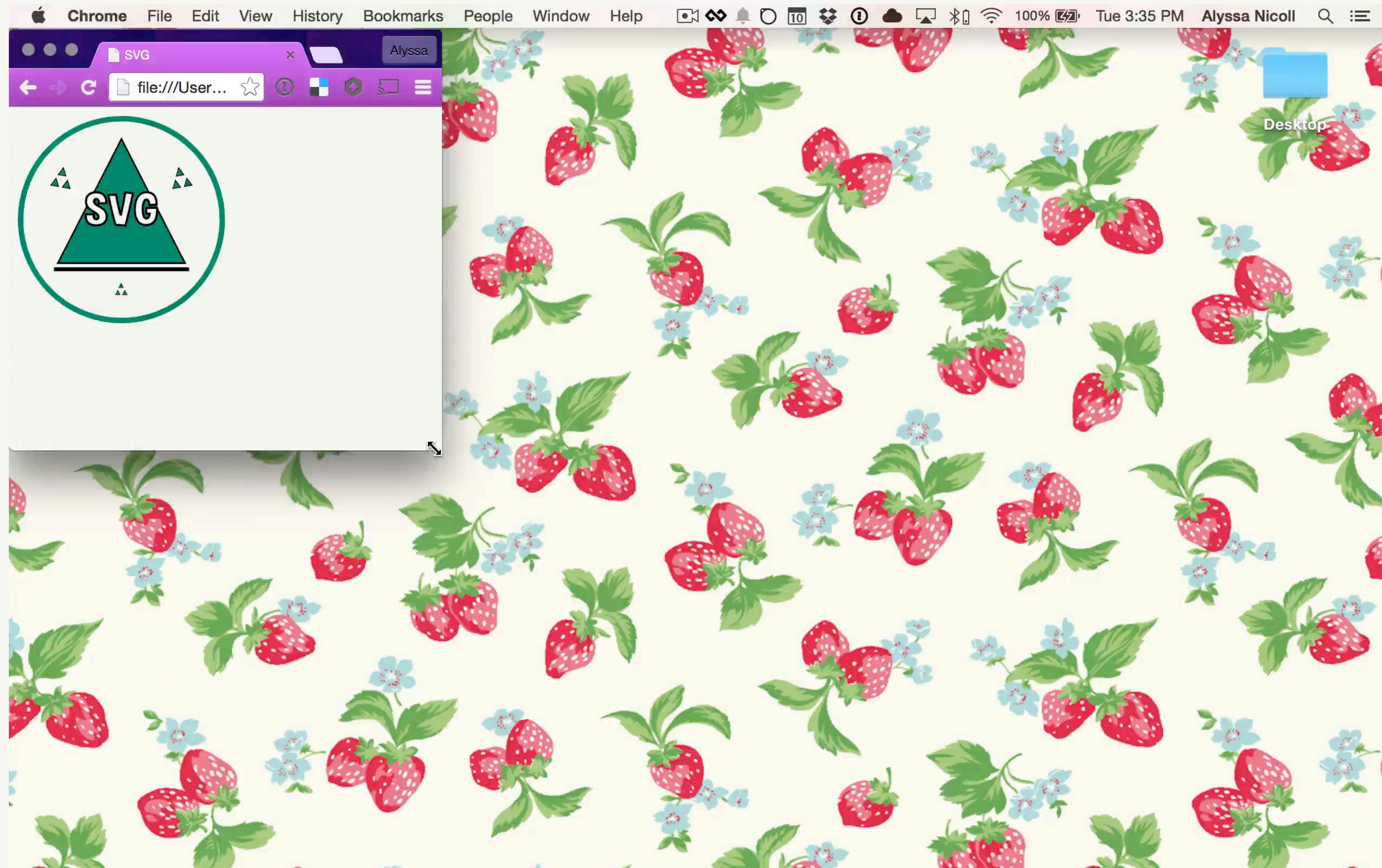
```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8">
    <title>SVG</title>
  </head>
  <body>
    <svg version="1.1"
      xmlns="http://www.w3.org/2000/svg"
      viewBox="0 0 268 268">
      ...
    </svg>
  </body>
</html>
```

style.css

```
svg {
  height: auto;
  width: 50%;
}
```



# Responsive Scalable Graphics — Wow!





# Challenges

